Into the Mists

Into the Mists is an expansion of Tainted Grail: Kings of Ruin that introduces a new single-player game mode focused only on Encounters and Character advancement. As it contains many spoilers regarding enemies encountered during the game, we recommend you try it after you finish the campaign.

Components:

- 20 Secret cards
- 20 B5 Progress sheets

Goal:

The *Into the Mists* expansion is played in runs, and each of them consists of several rooms with Encounters and a final confrontation with a Boss. After each run, regardless of if it was won or lost, you will emerge stronger and better prepared. To achieve a final victory, defeat six different Boss Encounters.

Run Setup:

1) Progress sheet: If you have a *Into the Mists* game in progress, take your saved Progress sheet. Otherwise, take a fresh one.

2) Character:

- Choose a Character and take their Character Tray.
- Place markers in the starting Attribute slots marked with red chevrons.
- Take all basic Combat and Diplomacy cards of your Character and place them to the left and right of your Character Tray.
- Take all Skills of your Character and place them nearby.
- Take all Advanced cards of your Character and create the Advancement Pool. If you've unlocked them, additionally add the Quest cards of your Character to the Pool (see Progress sheet).

3) Encounters:

- Divide the Encounter decks depending on their difficulty level and shuffle all cards of each level together (mixing colors) so that you end up with 4 Encounter decks.
- Choose 1 of the available *Into the Mists* Boss cards (at the beginning it will only be *Claudyne the Unknighted* Combat or Diplomacy) and place it nearby. You will need this card when you reach the Boss room.

4) Items:

- Take the following cards from the Consumable Item deck: 1x *Fire Bomb*, 1x *Allmother's Tear*, 1x *Healing Extract*, and 1x *Precious Memento* and place them on the table (don't shuffle them).
- Take all Weapons, Armors, and Shields from Item decks **A-E** and create five decks (don't shuffle them).

5) Game preparation:

- Take the map card (Secret card **330**) and place your Character model in the Level 1 room.
- Gain 1 **Exp** for each point marked on the bottom of the Progress sheet.
- Shuffle all available Mist Challenge cards (at the beggining Secret cards **334-337**), draw 3 and apply any number of them.
- You're ready to start! To play this mode, simply follow the steps under Run Turn Order in the next column.

Run Turn Order:

1) Upgrade your Character by paying **Exp**:

- 2 **Exp** – gain any card from your Advancement Pool.
- 2/3/4/5/6 **Exp** – gain an Attribute point (same cost as in Core game).
- 4/8/12/16 **Exp** – gain a Skill (same cost as in Core game).
- 1 **Exp** – gain 1 chosen Consumable Item.
- 2/3/4/4/6 **Exp** – gain 1 chosen Weapon, Armor, or Shield Item A/B/C/D/E.
- 1 **Exp** – gain 2 **Magic**/**Food**/**Wealth** (in any combination).

2) Draw and reveal 3 Encounter cards from the deck with a Difficulty Level equal to your room's level. If you're in a multi-Level room (i.e. Level 1-2) choose one of those Levels and draw all 3 cards from a single deck.

If you drew any non-Combat, non-Diplomacy Encounters, place them on the bottom of the deck and keep drawing cards until you have 3 Encounters.

Finally, choose 1 of the drawn Encounters and resolve it. Place the rest on the bottom of the deck.

3) If you win a Combat Encounter or if the Conclusion is , gain **Exp** equal to Encounter's Difficulty and additional **Exp** provided by Challenge cards. If the Conclusion is , gain only half of the total **Exp** you would gain (rounded down).

Do not gain any Loot nor resolve the effects of the Conclusion. Keep the Encounter as your trophy. Unflip all your Items. Move your Character to the next chosen room and return to step 1.

4) Run ends:

- When you are defeated: your drops to 0 or you resolve (or , in case of Veneda and Nonus).
- When you defeat the chosen Boss (win Combat or resolve).

When this happens, take the Progress sheet and mark any matching your trophy and mark 1 "**Run**" .

Some come in sets. Each set is a number of adjacent in a vertical or horizontal line, marked by the O-shaped box at the end of each set.

If you collected a full set of , mark the final O-shaped box and mark a gained **Exp** box on the bottom of the Progress sheet.

If you defeated a Boss, check if you unlocked new cards.

If you defeated all 6 Bosses, read Secret card **349**.

Rules changes and clarification:

Insanity still applies: When you reach the red colored slots on your track, you gain the "You are going Insane" card normally and Panic during Encounters.

Special Encounter rules: Some Encounters refer to Secrets, statuses, or the Exploration Journal. Ignore all of those rules.

Once per Day effects: Since there is no concept of Day in this mode, all Once per Day effects may be used Once per Encounter.

Actions: You can't perform any Actions! This means Skills that contain them can't be used in this mode.